# Toward Trustworthy Learning-Enabled Systems with Concept-Based Explanations

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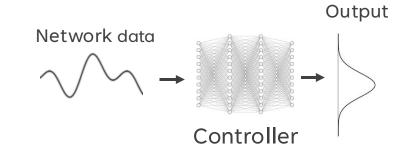
#### Learning-Enabled Systems are Transforming Networking

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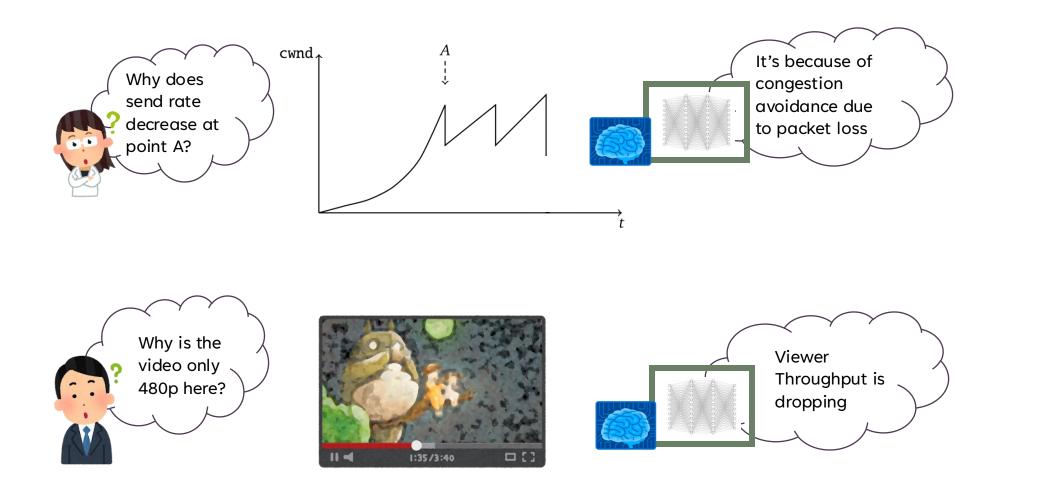
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#### Learning Solutions Rely on Blackbox Neural Networks

- Large amounts of network data
- Complex blackbox neural networks
  - Directly map input to output
  - Difficult to
    - Debug
    - Interpret

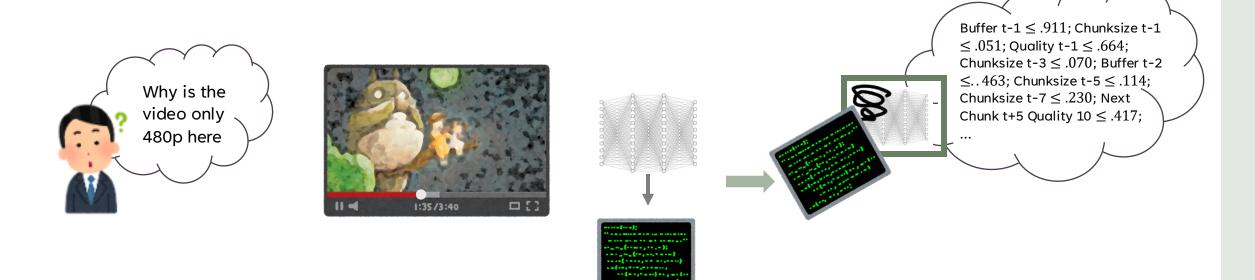


#### The Vision: Interactive Solution

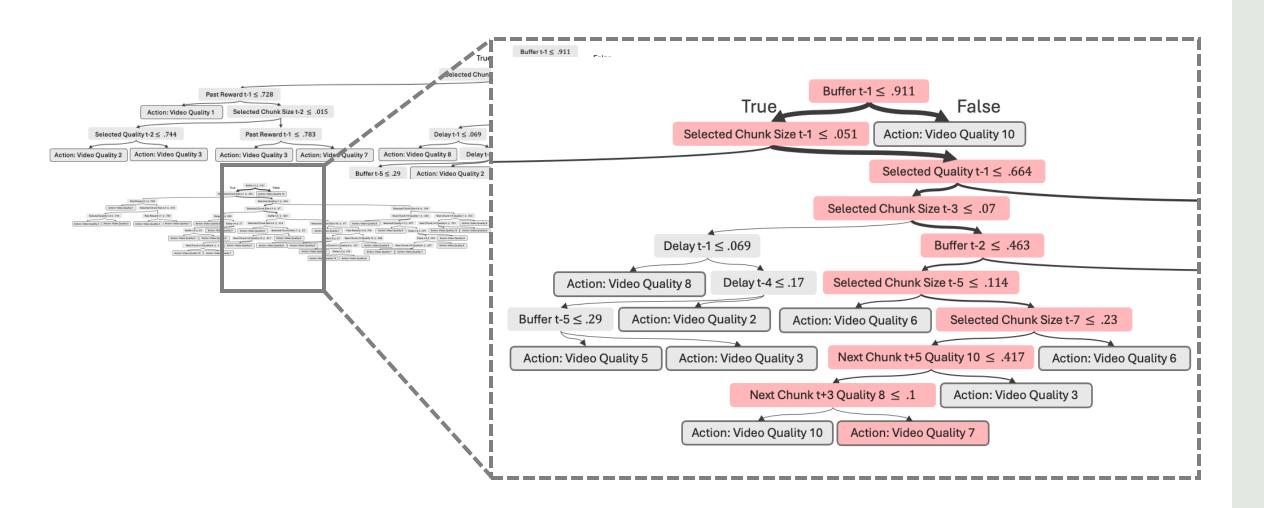


## Current Techniques

#### Current State-of-The-Art

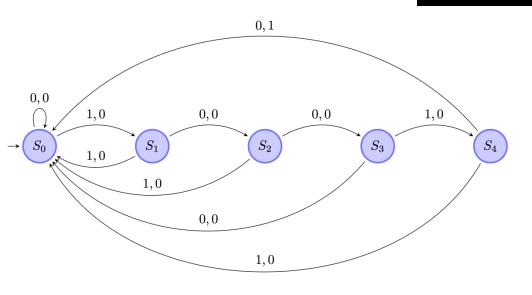


#### **Decision Tree Explanations**

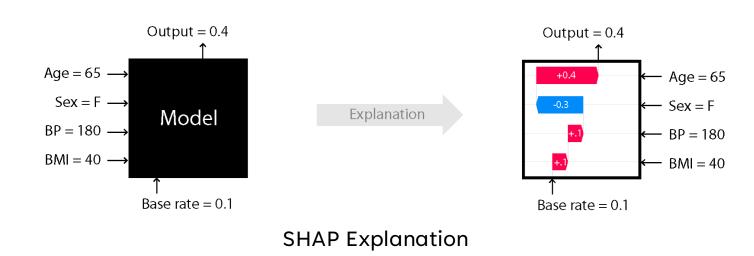


### **Other Techniques**

- Distillation techniques
  - Graphs (Infocom '17)
  - Rule Sets (ICLR '17)
  - Finite-State Machines
    (IEEE Trans. Neural Netw. Learn. Syst. '20)
- Salient feature techniques
  - SHAP (NIPS '17)
  - LIME (SIGKDD '16)
  - ALE (J. R. Stat. Soc.'20)



#### Finite State Machine Explanation

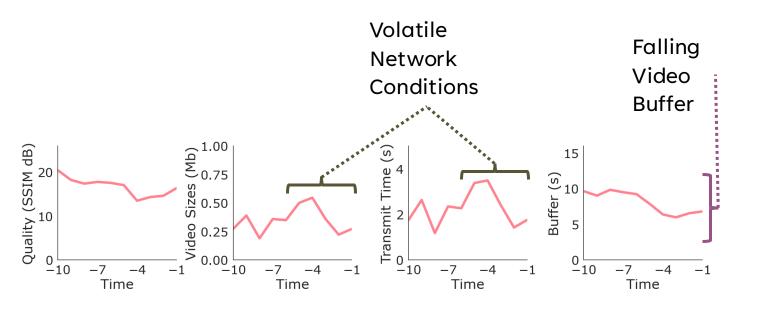


## Introducing Concepts to Systems Explainability

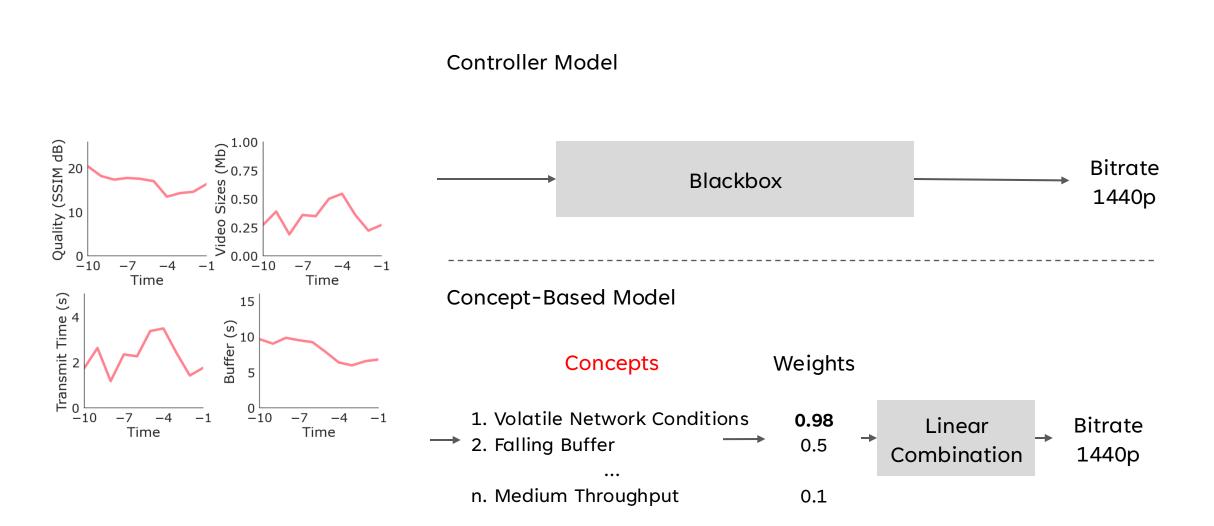
#### **Concepts in Systems**

#### Concepts

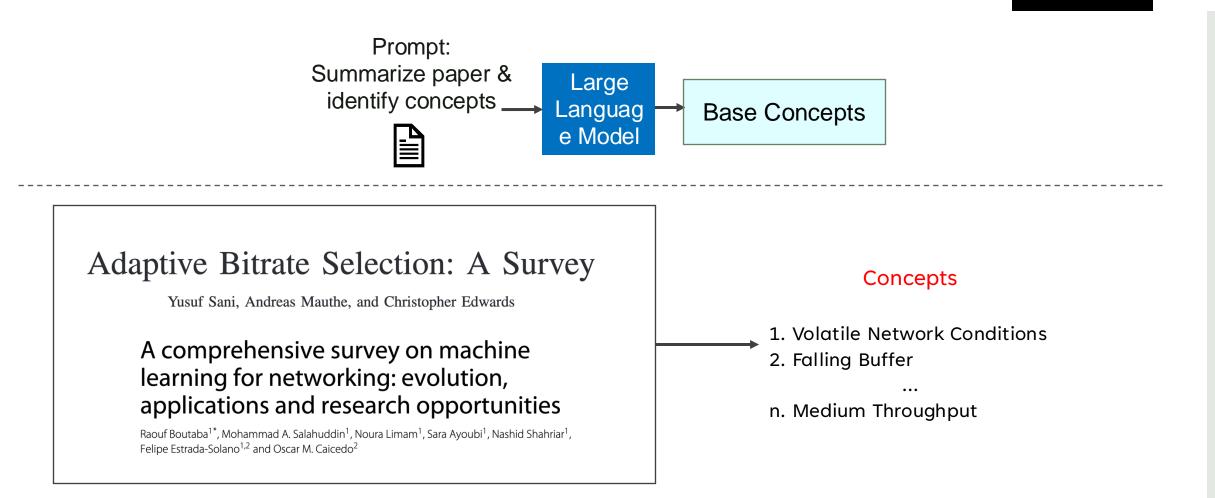
- Human-understandable attributes that capture controller and environment characteristics
- Can capture intricate patterns, trends, and behaviors in systems
- Align with human intuition
- Involve multiple features
- Trends across time



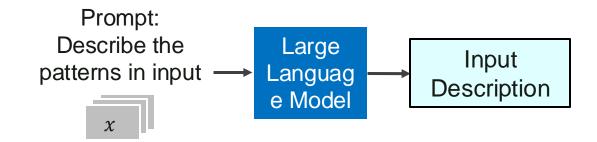
#### **Concept-Based Understanding**

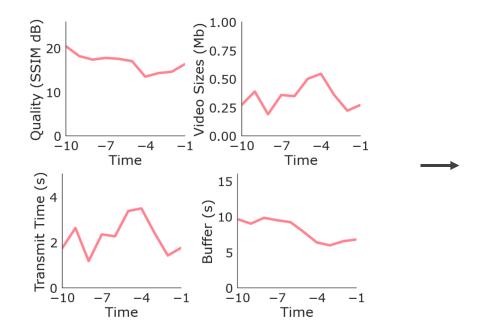


#### Training Pipeline: 1. Base Concept Generation



#### 2. Input Description Generation





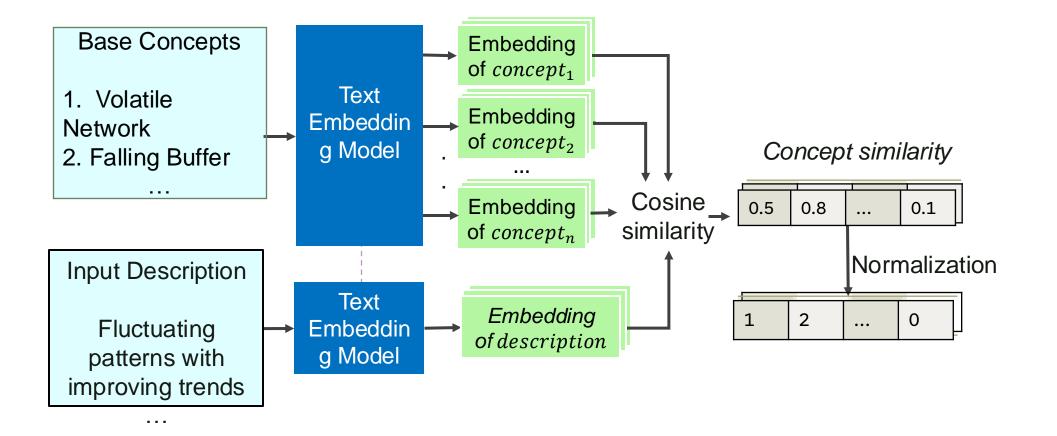
Network conditions:

- Initially starts off with a fluctuating pattern, as observed from the features "Transmission Time of Chunk."

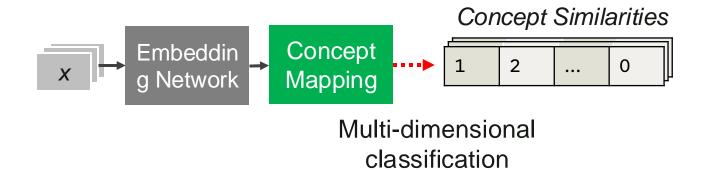
- In the middle...

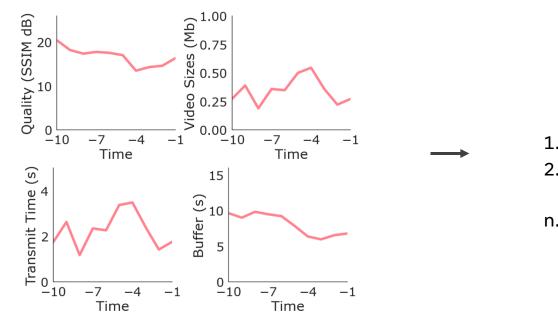
- Overall, the trend is improving, indicating the presence of stable network conditions.

#### 3. Input Concept Generation



#### 4. Training Concept Mapping





Concepts

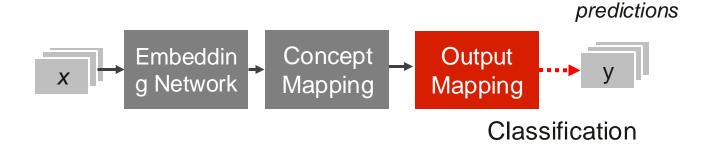
1. Volatile Network Conditions

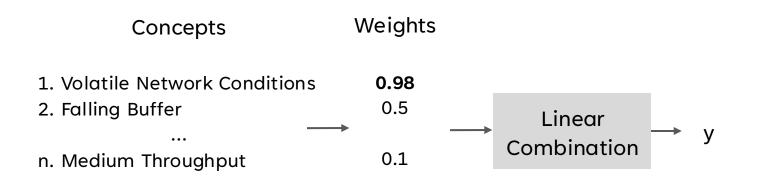
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2. Falling Buffer

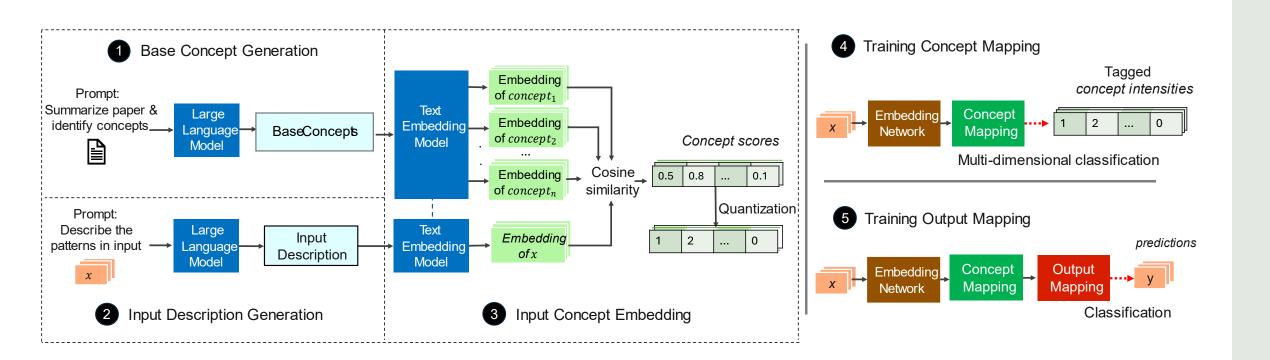
n. Medium Throughput

#### 5. Training Output Mapping





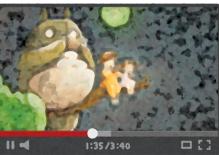
### **Training Pipeline**



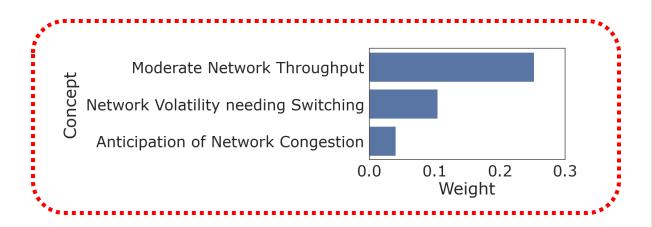
#### Using a Concept-Based Explainer: Unintended Behavior

- Query for an explanation
  - Controller input
  - Chosen bitrate
- Understand the key high-level concepts



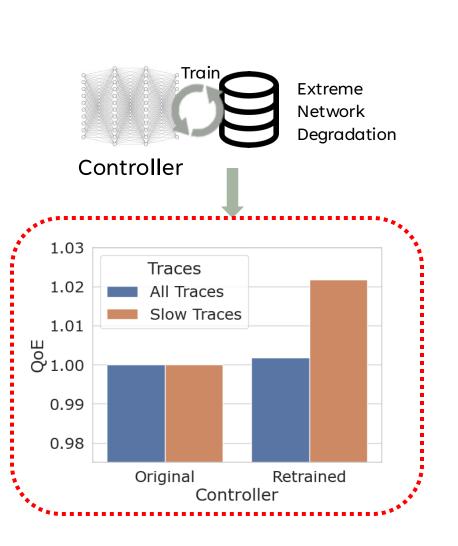


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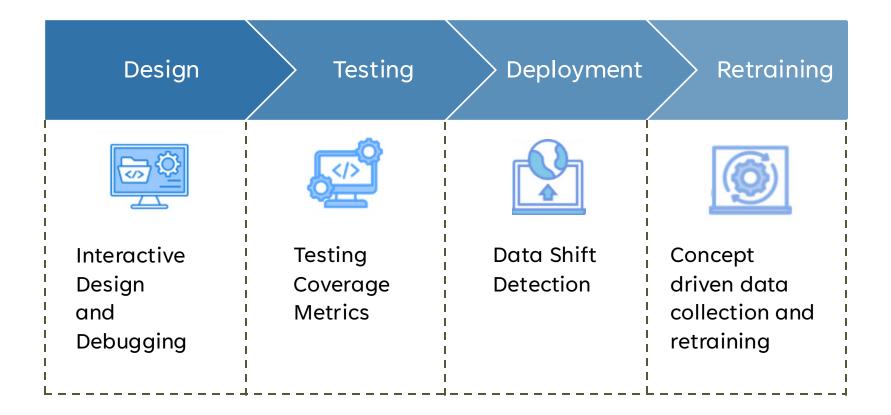


#### Using a Concept-Based Explainer: Debugging

- Define data-collection with concepts
- Target high-level areas
  - E.g. Network traces with
    "Extreme Network Degradation"
- Address concerns and attain higher performance



#### Transforming Controller Lifecycle with Concepts



#### Summary

– Concepts redefine explainability to a human-understandable level

- Align with human intuition
  - E.g. Volatile Network Conditions, Depleting Buffer
- Enable a fundamentally new approach to data-driven controllers

